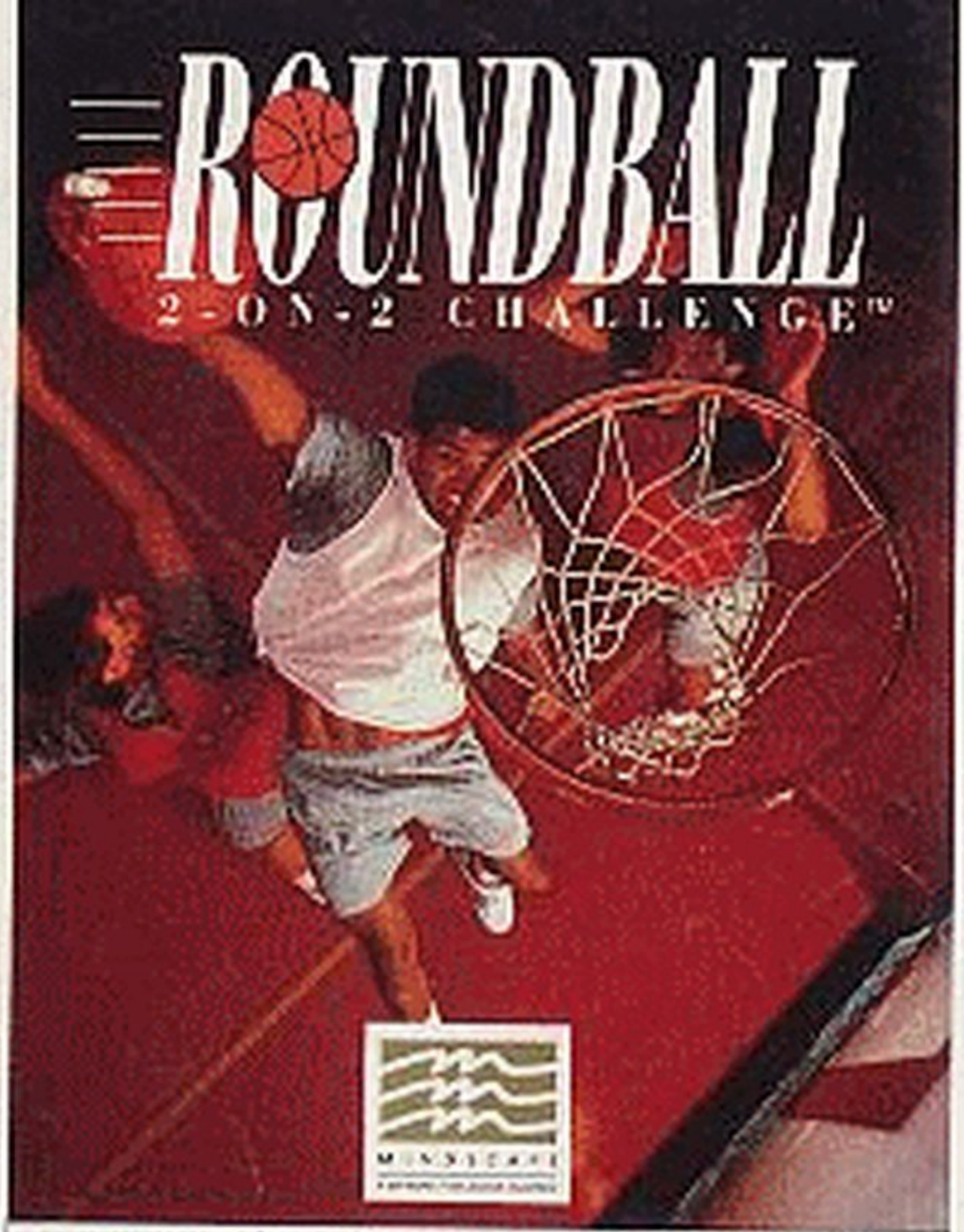
NES-RA-USA

ROUNDBALL

2-ON-2 CHALLENGE™



INSTRUCTION BOOKLET

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FOR PLAY ON THE

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This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in

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- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV interference Problems– This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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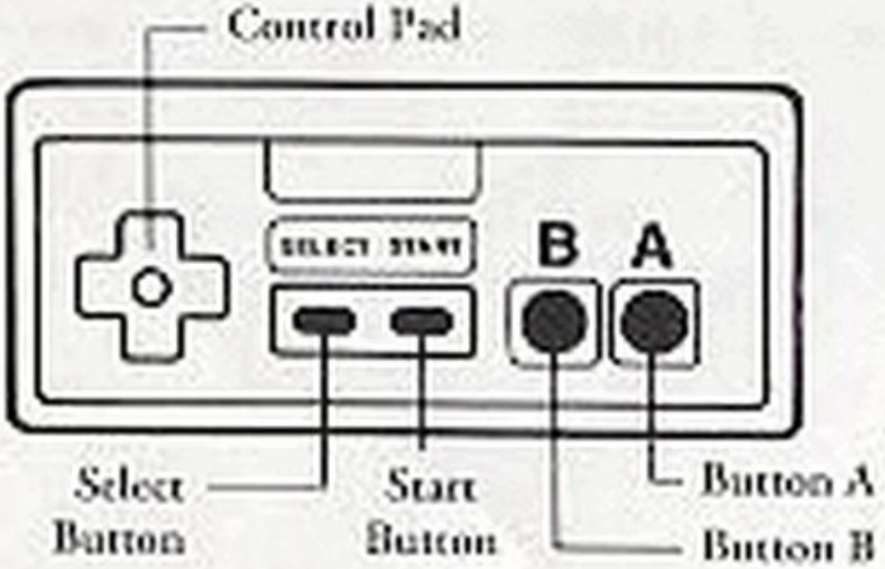
Roundball: 2-on-2 Challenge

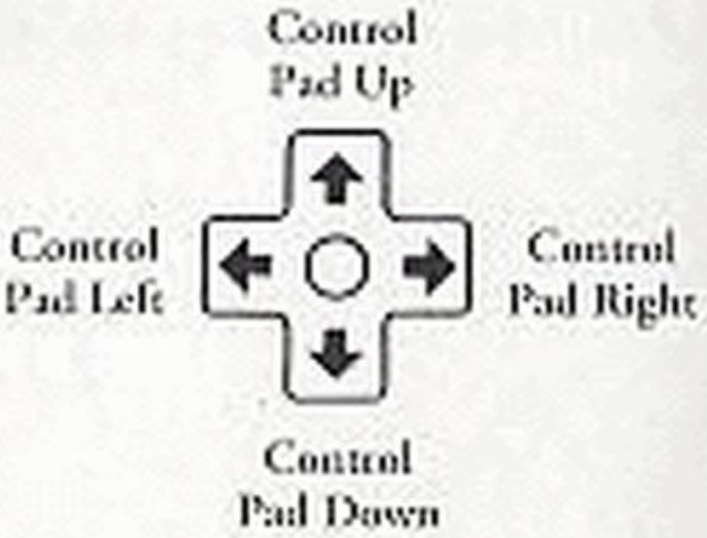
This is it. You've sweated your way from the hot pavement of your neighborhood schoolyard to slam and jam with the big guys, and now it's time to play some real basketball. And don't even think about whining, 'cause out here it's real half-court action that separates the pros from the wimps.

On the court, you'll find yourself armed only with fast shoes, quick moves, and some choice plays, so you better be prepared to mop the floor with your opponent in this fast-paced 2-on-2 action.

Controller Operation

This manual refers to the following directions:





Here's a list controller operations for *Roundball: 2-on-2 Challenge*. Please note that certain control options are only available in 2-on-2 action. Detailed action of each of the following options is listed under the "Taking The Court" section of this play manual.

Control Pad

Allows you to chose on-screen options.

A Button

- Basket shot (press until player's at top of jump)
- Layup shot (press while running towards basket)
- Block shot (press while opponent goes for layup)
- Steal ball (tap quickly while in vicinity of ball)
- Select Option (press when preferred option is highlighted)

B Button

- Pass ball (pass to teammate in 2-on-2 action)
- Jump pass (for jump passing to teammate)
- Switch coverage (for quick defensive coverage)

Start Button

- Start game
- Pause action (for pausing during play. Press again to pick up the action where you left off.)

Select Button

- Calls any one of four preset plays during 2-on-2 game.
- Toggles music off and on when in pause mode.

Pre-Game Selections

Before power-driving the ball down your opponent's throat, you first have to set up the ground rules. The *Main Menu* and *Exhibition Menu* allow you to select game and player options. To set up both menus for quick basketball action:

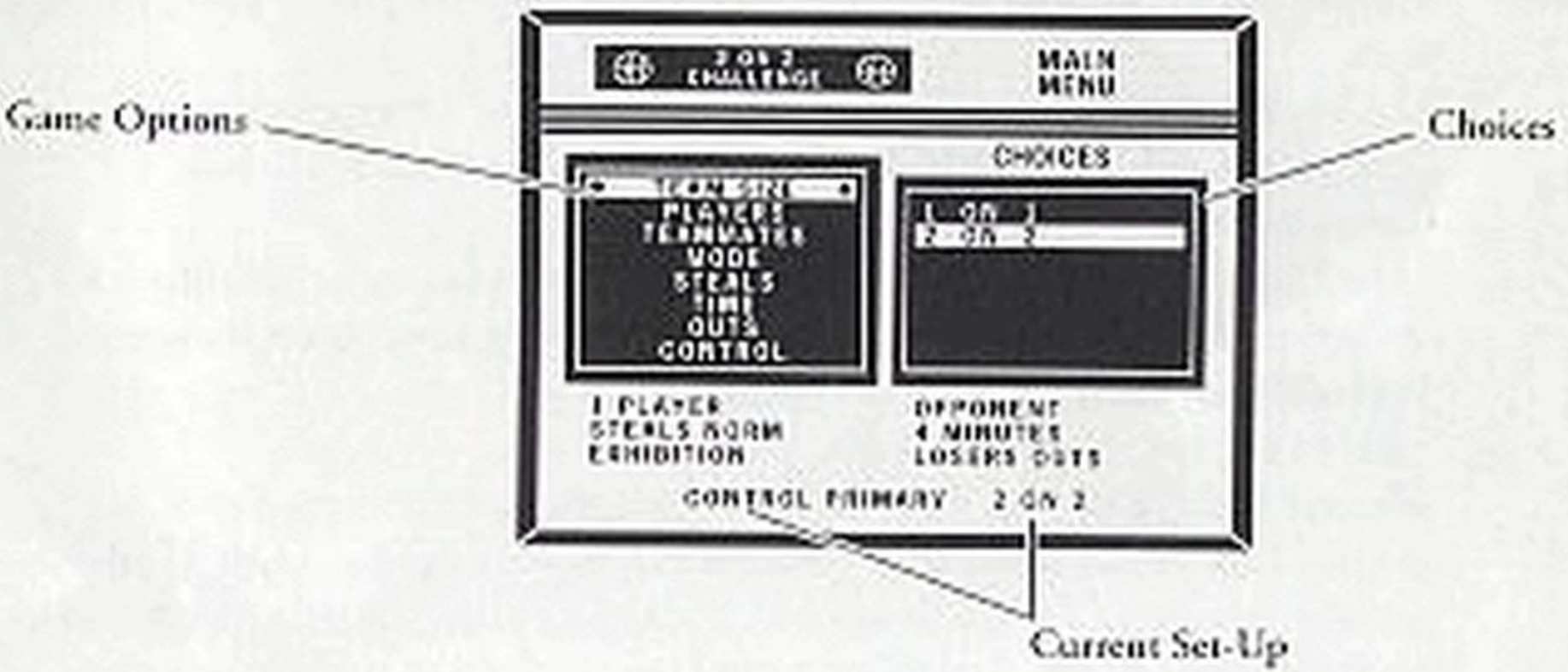
- Press the **Start Button.**
- At the *Main Menu* screen, use the **Control Pad** to highlight the Game Options you would like to change. Each option highlighted will present choices that can be selected to set the game up. To highlight each option, use **Control Pad Down** to select the option you want to change, then **Control Pad Right** to select the choices. After selecting the desired choice, press the **A Button.** This will return you to the *Game Options* window—where you can make additional changes. All the current changes will be displayed at the bottom of the *Main Menu* screen.
- After all the game options are selected in the *Main Menu*, press the **Start Button** again. This will take you to the *Player Selection Menu*—referred to as the *Exhibition Menu* in Exhibition mode and *Tournament Menu* in Tournament mode. Use **Control Pad Up** or **Down** to scroll through the *Roster* window. Select the desired player(s) using the **A Button.** The

directions at the bottom of the *Player Selection Menu* will take you through step by step in selecting the players.

- When all the game options and players are selected, it's time for some serious half-court jammin'.

The Main Menu

The *Main Menu* allows you to select gaming options for customizing your own 1-on-1, or 2-on-2 half-court competition.



Main Menu

Game Options and Choices

The *Game Options* window in the *Main Menu* screen allows you to set up the game according to the options and choices you select.

Options	*Choices*
Team Size:	Select 1-on-1, or 2-on-2 half-court action.
Players	Select 1, 2, 3, or 4 players (*Note:* 3 and 4 player mode can only be accessed using an optional 4 player control adapter.)
Teammates	In 2 player mode, the second player can either be on your team or the opposing team.
Mode	The Mode option lets you choose either Exhibition, or Tournament games. Tournament games consist of 3 separate rounds: Semi-Final, Final, and Championship.
Steals	Select either Easy, Normal, or Hard. These choices indicate the difficulty level for stealing or having the ball stolen. Level is also dependent upon the selected player's stealing percentage stats.
Time	Select either 4, 8, 12, or 16 minutes per quarter.
Outs	Winners' and Losers' outs determines who gets the ball after a good shot.
Control	In 2-on-2 half-court action with 1 human player, you have the option of selecting between Primary or Same Guy control. In Primary control, you control whoever has the ball on offense. Same Guy control lets you keep control of the same player—even when you don't have the ball.

Current Set-Up

The Current Set-Up—which is at the bottom of the *Main Menu* screen—indicates the current selected options. When a new game is started, or after an old game is reset, the options that were chosen for the previous game from the *Main Menu* will be erased, and the game will return to its default settings.

The Player Selection Menu

Now it's time to select your slam-dunkin' half-court players. By examining both players and stats in the *Player Selection Menu*, you'll be able to create a customized team.

Player Selection Menu

Player Stats

Get the full scoop on each player's skills and strengths using the stat chart. Stat abbreviations are:

(3 PT)	3 point shot percentage
(FG)	Field goal percentage
(FT)	Free throw percentage
(RBD)	Rebounds per-game average
(STL)	Steals per-game average
(BLK)	Blocked shots per-game average
(AST)	Assists per-game average
(PF)	Personal fouls per-game average

Team Roster

The *Team Roster* window lists all 24 team players that can be selected. Each player's photo and stats can be examined by pressing Control Pad Down and scrolling through the roster window. Select a highlighted player by pressing the A Button.

Team Configuration

The Team Configuration—which is at the bottom of the *Player Selection Menu*—indicates the current players selected from the roster. The Team Configuration choices are:

One Player Mode

1-On-1 Action: Select both your own player and your opponent's player, or accept the default team by pressing the **Start Button.**

2-On-2 Action: Select your own teammates and your opponent's teammates, or accept the default team by pressing the **Start Button.**

Two Player Mode

1-On-1 Action: Each human selects his or her own player, or accepts the default team by pressing the **Start Button.**

2-On-2 Action: Each human selects his or her own player and teammate, or accepts the default team by pressing the **Start Button.**

Three and Four Player Mode

2-on-2 Action: Each human selects his or her own player, or accepts the default team by pressing the **Start Button.** (*Note:* 3 and 4 player mode can only be accessed using an optional 4 player control adapter.)

In the Team Configuration, the human player is identified on each team by an "H"—which is light in color. The computer players are identified by a "C"—which is dark in color. When selecting players from the *Roster Window*, follow the directions at the bottom of the screen.

Taking the Court

You've been walkin', talkin', and hangin' tough, and now you've got to prove it. It's time to hit the courts and show 'em what you're made of.

Shooting For Outs

After the player selection process is over, it's time to shoot for outs. And since you've been braggin' all week long about your infamous "dead-eye" aim, the opposing team is going to let you shoot first for outs.

To take a shot, press the **A Button** until your player is at the top of his jump. Just when you see him about to raise the ball over his head, release the **A Button**. Timing is very critical if you want to make a good shot, so keep a steady hand. After the third round of shooting—or when the shoot-out scores reach 6 to 6—the computer will automatically select a winner.

1-on-1 Roundball Action

Assuming that you won the shoot-out, it's your turn to take the ball out. By working the **Control Pad** in various directions, you can maneuver your player around your opponent and fast-break your way to the net.

When you want to shoot the ball, you have a couple of options. You can either take shots from the field, or you can power-drive your way up the middle for a trick layup. If you're feeling hot, you can always chalk up three points on the big board by shooting from the Three Point Line—the outermost line which surrounds the court.

If you feel like clearing for "take-off," here's a list of 5 special flying slammin' jammers—all of which are randomly selected as you power-drive your way down the paint. Try 'em on for size.

Behind the back layup:	This shot is smooth as silk and sure makes a lasting impression—especially when it happens to you.
Two-hand jam:	Your classic ten-finger, glass-smashing basket stuffer. Not for the weak-of-heart.
Behind the back two hand-jam:	The perfect way to top-off the classic ten-finger basket-stuffer.
360 degree twirl layup:	Poetry in motion. This is a perfect shot for sports highlight shows.
Twirl layup:	Although not as intense as the 360 degree twirl layup, it's very destructive and almost guarantees a score.
Hook Shot:	When you care enough to send the very best, you can shoot this baby from just outside the line near the basket.

To make any one of these shots—except for the hook— make sure to run up the line while pressing and holding the **A Button**. You'll find that the closer you are to the basket, the easier it is to perform one of these death-defying shots.

2-on-2 Roundball Action

2-on-2 basketball action is primarily the same as 1-on-1 except for the ability to pass the ball back and forth to your teammate, set up pre-selected plays, and switch coverage.

After picking teams in the *Player Selection Menu*, the team captains will have a 3 point shoot-out to determine who gets the ball first in the following game. You'll notice that when you have the ball, your human player will have a small shaded circle under him at all times so you can keep track of who you're controlling.

Offensive Moves

To pass the ball to your teammate, press the **B Button**. If Primary coverage was selected in the *Main Menu*, then you will have control over the player you passed the ball to. If Same Guy control was selected, then the computer takes control over the teammate you passed the ball to. To have the ball passed back to you from your teammate, press the **B Button** again.

You can also jump pass the ball to your teammate by holding down the **A Button**, and while in the air, pressing the **B Button**.

When you're really ready to punish your opponents, you can bring in 4 highly-cool pre-set plays that will knock the sneakers off the other team. To access the plays, just press the **Select Button** while you have possession of the ball. You then have the option of selecting:

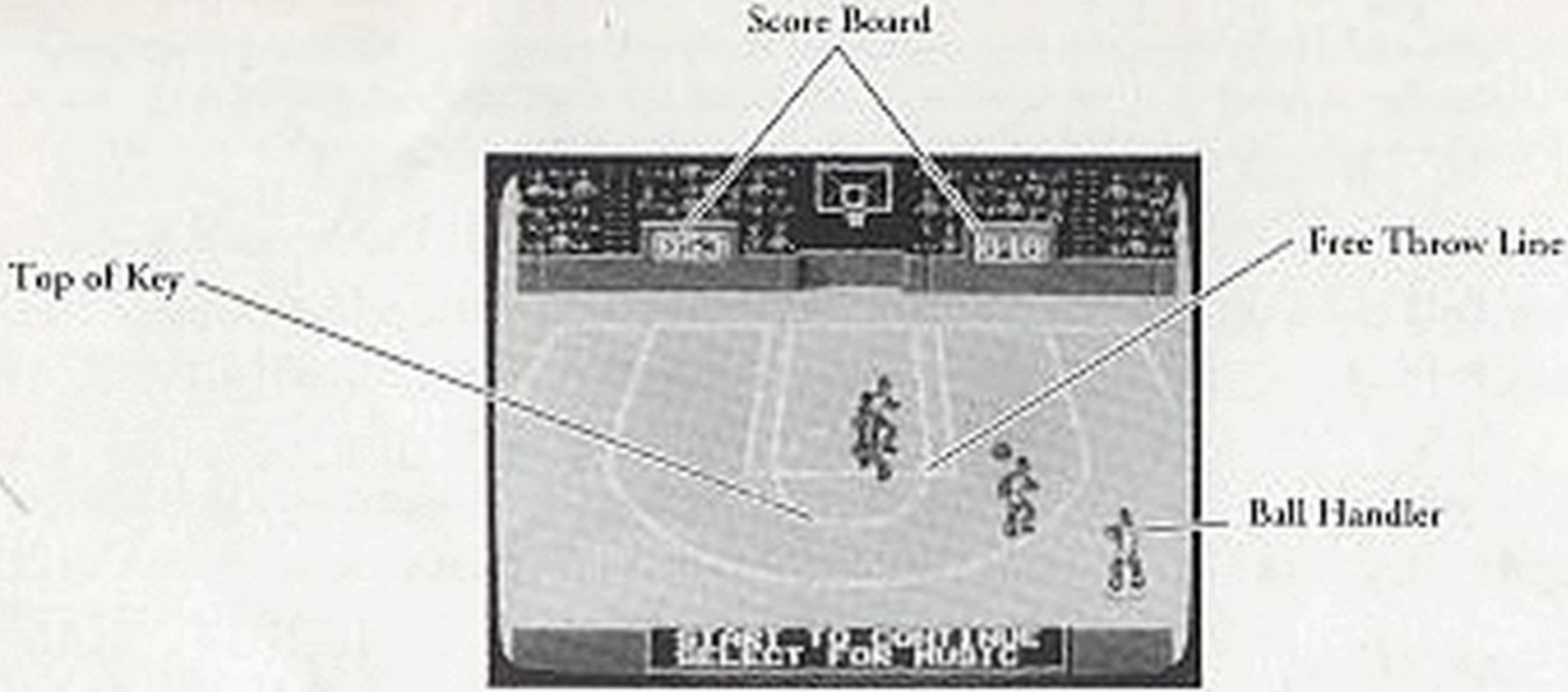
Controller Movement	*Pre-set Option*	*Play*
Control Pad Up:	Clear Play:	Gets the forward away from the defender.
Control Pad Right	Pick Play	Forward comes out to top of key and sets pick on the left side of the court for the guard.
Control Pad Down	Post-Up	Both guard and forward will be under the basket.
Control Pad Left	The "3"	Opportunities to make 3 point shots.

Defensive Moves

Defensive maneuvers can prove to be very beneficial in winning a game. There are several ways to rebound and clear the ball.

To steal the ball, quickly tap the **A Button** while in the vicinity of the ball—keeping in mind that stealing isn't allowed until the ball has been cleared by your opponent at the top of the key.

To completely reject your opponent's shot, jump close to him while he is shooting. It is possible to snuff your opponent's ball while he's going-in for a layup, so make sure to stick with him. To switch coverage with your computer teammate, press the **B Button.**



2-on-2 Court Action

The 2-On-2 Court

Score Board	Keeps current score for both teams
Free Throw Line	Penalty shot line
Top of Key	Circular line just above free throw line. Player must clear ball past this line after rebounding opponent's shot.
Shot Clock	A 24 second clock used to time ball possession.
Time Clock	Game clock used for timing each quarter. Quarter time can be set in the *Main Menu*.
Period	Indicates which period the game is in.
Ball Handler	Indicates the name of the player who currently has possession of the ball.

Shooting Freethrows

Just to keep things fair, fouls and penalties have been incorporated into the game—so think twice before you start slappin' your opponent around.

When playing two-on-two, if you get hammered by your opponent while you're shooting, you'll go to the line for a pair of free throws. To shoot accurate free throws from your behind-the-backboard perspective, keep an eye on the white marker that moves randomly around the rim of the basket. Press the A Button when it's at or near the center of the bucket.

If you opted for one-on-one mode, a foul will result in the player who was fouled receiving the ball out of bounds (at the Top of the Key).

Along with calling personal fouls—including reaching in and charging—the *Roundball: 2-On-2 Challenge* referee follows standard basketball rules. The following violations result in a change of possession:

- Three seconds in the key
- 24-second shot-clock violation
- Goal tending
- Traveling (up-and-down violation if you don't release the shoot button before your player hits the ground)
- Out of bounds

Clearing The Ball

After a basket has been made, or if the opposing team steals or rebounds the ball, it is necessary to "clear" the ball before taking a shot. To do this, the player that now has the ball needs to "take it back" beyond the Top of the Key before attempting a shot. If you fail to do this and try to take a shot, you will hear a voice say *"take it back!"*.

Also, *after a basket is successfully made,* time is out until the ball has been returned to the Top of the Key for the next play to begin. In other words, you cannot be called for fouls, steals or going out of bounds until the next play begins.

Tournament Games

If you think you're unstoppable, then the tournament games are for you. Combining the best players lets you pit your slam dunk skill against the best in an all out winner-takes-all competition. To play in the tournament round, simply select Tournament under the Choices option in the *Main Menu*. Then by pressing the A Button for new tournament, you will automatically be placed in the *Tournament Menu* where you can choose your teams. You should keep in mind that you can only play the Tournament rounds while in 2-on-2 mode.

There are 8 different teams to choose from—ranging from "A" to "H." Each team has two players. To select the team you want, Control Pad Down until you see a team you like, and press the A Button. If you are in one player mode, then the computer will automatically select the opposing team for you. If you are in two player mode, then player one has complete control over all initial selections, and player two must choose between the remaining two players.

The tournament takes place over three separate games. The Semi-Final, Final, and Championship round. If you don't make the cut after the Semi-Final round, then you're history. If you do win, then you will advance to the Finals—and possibly muscle your way to win the championship.

Roundball Playing Stats

At the end of each period, highlighted stats for each player will be displayed. Although the stats count for each player during the present game, they do not become part of each player's permanent record.

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